


1850 Pts - Eldar - Evan Slagle 14th NovaOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Decurion Detachment (63 , 1411 pts)												
Reclamation Legion	1	Grp:										491
Enhanced Reanimation Protocols; Move Through Cover; Relentless												
Overlord	1		5	5	5	5	3	2	3	10	3+	[80]
Infantry (Character); Staff of Light; Independent Character; Reanimation Protocols; Warlord												
Immortals	5		4	4	4	4	1	2	1	10	3+	[85]
Infantry ; Gauss Blaster; Reanimation Protocols												
Warriors	10		4	4	4	4	1	2	1	10	4+	[130]
Infantry ; Gauss Flayer; Reanimation Protocols												
Warriors	10		4	4	4	4	1	2	1	10	4+	[130]
Infantry ; Gauss Flayer; Reanimation Protocols												
Tomb Blades	3		4	4	4	5	1	2	1	10	4+	[66]
JetBikes ; Twin-linked Gauss Blaster (x3); Shieldvanes (x3); Nebuloscope (x3); Hammer of Wrath; Jink; Reanimation Protocols; Relentless; Very Bulky												
Canoptek Harvest	1	Grp:										230
Adaptive Subroutines; Move Through Cover; Relentless												
Canoptek Spyder	1		3	3	6	6	3	2	2	10	3+	[50]
Monstrous Creature ; Fear; Fearless; Hammer of Wrath; Move Through Cover; Relentless; Scarab Hive; Smash												
Canoptek Wraiths	3		4	4	6	5	2	2	3	10	3+/3(i)	[120]
Beasts ; Fearless; Fleet; Rending; Very Bulky; Wraith Form; Wraithflight												
Canoptek Scarabs	3		2	2	3	3	3	2	4	10	6+	[60]
Beasts ; Entropic Strike; Fearless; Fleet; Swarms												
Canoptek Harvest	1	Grp:										230
Adaptive Subroutines; Move Through Cover; Relentless												
Canoptek Spyder	1		3	3	6	6	3	2	2	10	3+	[50]
Monstrous Creature ; Fear; Fearless; Hammer of Wrath; Move Through Cover; Relentless; Scarab Hive; Smash												
Canoptek Wraiths	3		4	4	6	5	2	2	3	10	3+/3(i)	[120]
Beasts ; Fearless; Fleet; Rending; Very Bulky; Wraith Form; Wraithflight												
Canoptek Scarabs	3		2	2	3	3	3	2	4	10	6+	[60]
Beasts ; Entropic Strike; Fearless; Fleet; Swarms												
Canoptek Harvest	1	Grp:										230
Adaptive Subroutines; Move Through Cover; Relentless												
Canoptek Spyder	1		3	3	6	6	3	2	2	10	3+	[50]
Monstrous Creature ; Fear; Fearless; Hammer of Wrath; Move Through Cover; Relentless; Scarab Hive; Smash												
Canoptek Wraiths	3		4	4	6	5	2	2	3	10	3+/3(i)	[120]
Beasts ; Fearless; Fleet; Rending; Very Bulky; Wraith Form; Wraithflight												
Canoptek Scarabs	3		2	2	3	3	3	2	4	10	6+	[60]
Beasts ; Entropic Strike; Fearless; Fleet; Swarms												
Decurion Detachment	1	Grp: Detachment										0
Ever-living												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Aspect Host (21 \times, 439 pts)												
Aspect Host [EL]	1	Grp: Auxiliary, 										439
Warp Spiders (Fast); Warp Spiders (Fast); Warp Spiders (Fast); Rites of Battle; Shrinekeepers												
Warp Spiders (Fast) [EL]	6		4	4	3	3	1	5	1	9	3+	[148]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch [EL]	1	-	5	5	3	3	2	6	2	9	3+	[34]
Character ; TL Death Spinner; Iron Resolve												
Warp Spiders (Fast) [EL]	6		4	4	3	3	1	5	1	9	3+	[148]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch [EL]	1	-	5	5	3	3	2	6	2	9	3+	[34]
Character ; TL Death Spinner; Iron Resolve												
Warp Spiders (Fast) [EL]	6		4	4	3	3	1	5	1	9	3+	[143]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch [EL]	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Ever-living	
Warlord	See WH40k, pg. 124.
Special Rules	
Adaptive Subroutines	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Enhanced Reanimation Protocols	
Entropic Strike	
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Flickerjump	See C:EC, pg. 124.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Reanimation Protocols	
Relentless	Relentless (see WH40k, pg. 170).
Rending	Rending (see WH40k, pg. 170).
Rites of Battle	See C:EC, pg. 157.
Scarab Hive	
Shrinekeepers	See C:EC, pg. 142.
Smash	Smash (see WH40k, pg. 171).
Swarms	Swarms (see WH40k, pg. 172).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Wraith Form	
Wraithflight	
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Character	Character (see WH40k, pg. 100).
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
JetBikes	See WH40K rulebook, pgs. 44-49.

Monstrous Creature	See WH40K rulebook, pgs. 44-49.
Wargear	
Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Gauss Flayer	24"R, S4, AP5, Rapid Fire, Gauss.
Heavy Aspect Armour	See C:E, pg. 65.
Nebuloscope	
Shieldvanes	
Staff of Light	12"R, S5, AP3, Assault 3.
Twin-linked Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
TL Death Spinner	12"R; S6; AP -; Assault 2, Monofilament, Twin-linked (C:E, pg. 63).